

Converting Alternity to The Basic System (TBS)

Now that the Alternity books are available inexpensively in PDF, I've been able to acquire a few, and I'm impressed with the detailed game mechanics and with the settings, but although the mechanics fascinate me; I'd rather not deal with so many details during game play. My solution: convert Alternity to TBS. This document is an attempt to convert the mechanics only, so you'll still need the books. As for TBS material, you'll need TBS Core and all of the supplementary PDF files, like TBS magic and TBS psionics, as well as TBS Sci-Fi.

Corresponding Ability Scores

The table below shows the correspondences between the TBS Main Stats and Alternity Ability scores:

Alternity Ability	TBS Main Stat
Strength	Strength
Dexterity	Agility
Constitution	Endurance
Intelligence	Intelligence
Will	Willpower
Personality	Charisma
Average of Strength and Dexterity	Speed

Converting the Numbers

The table below shows the relationship between the Ability and Stat numerical values in the two systems:

Alternity	TBS
4	3-4
5	5-6
6	7
7	8
8	9-10
9	11-12
10	13-14
11	15
12	16
13	17
14	18
15	19
16	20

Converting Action Check Bonuses

If you're converting a character with an Alternity profession that gives him or her an Action Check bonus, divide that bonus between the TBS Agility and TBS Intelligence Main Stat Bonuses.

Converting Skills

Alternity Broad Skills convert as level 2 TBS Skills. As for a Specialty Skill, subtract the skill's corresponding Alternity Ability Score, from the skill's Ordinary Success Score; if the result is 0, then the TBS rank is 2. If the result is 1, the TBS rank is 3. If the result is 2 then the TBS rank is 4; beyond that Alternity Specialty Skills convert at a ratio of 1:2.

Converting Psionics, Magic Fx, Species Abilities, etc.

All of the elements listed above can be converted by comparing the game effects of a particular ability between systems. TBS has both psionics and magic systems comparable to Alternity's. Species, Alien and Mutant abilities can be expressed as TBS powers or natural abilities. TBS GU: Kamikaze even has a section on cybernetics. Here are some guidelines for converting these elements:

- Be sure to assign a TBS level to the desired ability that accomplishes the game effects you want.
- To convert damage, double the Ordinary damage and use that as the TBS damage. If the damage is Stun, subtract from Stun Points; if it is Wound, subtract from Hit Points. If the damage is Mortal, quadruple the Alternity damage.
- Double the High Impact or Energy (whichever is higher) protection offered by Alternity armor to determine TBS armor AC and Hit Points.
- If you don't see what you want, make it up as per the guidelines in TBS powers, psionics, magic, etc.

Converting Perks and Flaws

Perks and Flaws can be expressed as TBS Natural Abilities and Extras. Make up what you need if you can't find it.

Converting Last Resort Points

Last Resort Points can be converted to TBS as a Divine Luck Natural Ability; for each Alternity Last Resort Point, allow the character 4 points to be applied once per game session to any roll.

Converting Weapons and Armor

To convert damage, double the Ordinary damage and use that as the TBS damage. If the damage is Stun, subtract from Stun Points; if it is Wound, subtract from Hit Points. If the damage is Mortal, quadruple the Alternity damage. Optional rule: In Real World campaigns, convert Ordinary damage; ... Action World convert Good damage; ... Super World and Godly World convert Amazing damage.

Double the High Impact or Energy (whichever is higher) protection offered by Alternity armor to determine TBS armor AC and Hit Points. For Amazing armor, triple the Alternity protection.

Converting Vehicles and Starships

I haven't been successful at designing an exact vehicle conversion system, but the guidelines below will yield pretty close approximations:

- Vehicle speeds convert directly; for quick conversion, only use the Cruise speed listed in Alternity.
- There is about a 4 point difference in Maneuver between the two systems, so subtract 4 from the Alternity Maneuver when converting to TBS.
- Here's where it gets less exact: to find the TBS AC of an Alternity vehicle, use the listing for Ordinary durability as AC; multiply that number by the appropriate TBS Scale (see TBS Core) to find the vehicle's TBS Body.
- For Starships, double the Hull Size (triple it for ships listed as Amazing) to find AC, and multiply it by the appropriate scale to find the Body.
- TBS's built in scaling system should handle any other vehicle conversion elements.

Converting Alternity Situation Die Steps to TBS Difficulty Levels

The table below approximates TBS Difficulty Levels for Alternity Situation Die Steps. This information may be useful if running an Alternity module or to refine conversions:

Alternity Situation Die Steps	TBS Difficulty Level
-1d20 to -0 No Sweat to Average -5 Steps to None	10 Easy
+1d4 to +1d6 Tough to Hard +1 to 2 Steps	15 Challenge
+ 1d8 Challenging +3 Steps	20 Difficult
+1d12 Formidable + 4 Steps	25 Very Difficult
+1d20 Grueling +5 Steps	30 Heroic
+2d20 Gargantuan + 6 Steps	35 Legendary
+3d20 Nearly Impossible +7 Steps	40 Insane